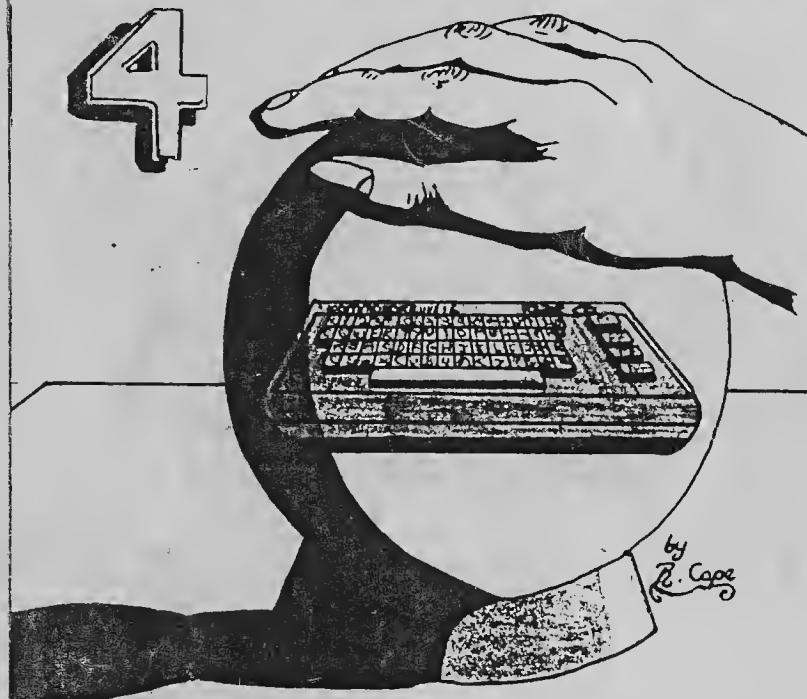


cheque for £3.95p for
Dark Tamer

\$
£3 for back
wires sent 2/7/86

C16/+4 HANDBOOK

4



PUBLISHED BY H & D LTD

EDITORIAL

Firstly this issue our thanks to you for the increase in contributions, after our groans last issue. On the software scene there has been an interesting trend in the release of games using the full Plus 4 memory with two noticeable C64 conversions reviewed this issue in 'Mercenary', and 'Saboteur'. Both are excellent conversions and we hope they are the first of many such releases.

FRONT COVERS

Our thanks this issue go to R Cope for the front cover design for this issue. If you believe you can design anything as good, then send in your designs and if we use your cover we will send you a small token of our appreciation.

ISSUE 3 SOFTWARE WINNER

F Ciftci of London wins last issues £8 worth of Software.

WANTED YOUR ORIGINAL HINTS/MAPS/SOLUTIONS

The success of any Handbook like this relies on a cross flow of information from its readers. The more contributors the better the Handbook. We give away £8 worth of software each issue to the best contributions we receive. Even if you do not win a main £8 prize many contributors find that they receive some other small token of our thanks.

All we ask is that you send in any information you have on both the new and old games, and if we have not printed the information before we will put it into the Handbook. Please try to ensure that any hints you send are your own work and not just taken from another magazine.

We are unable to test all the hints we get so please try to ensure that there are no mistakes in the information you supply. Please ensure the following guidelines are met:

1. HINTS/SOLUTIONS: Write as neatly as possible, if at all possible type your information as our interpretation of your handwriting may sometimes lead to mistakes.

2. MAPS: Maps should be no larger than A4 size, although you can have various parts of the map on separate sheets as long as it still makes sense.

If you wish any of your Information returned please enclose a Stamp Addressed Envelope and we will return as soon as possible.

*****GENERAL NEWS AND GOSSIP*****

US GOLD PAY THE PRICE

Only 6 weeks ago US Gold were making some boasts about their World Cup game going to number 1 over the summer. Its release unfortunately has been surrounded by complaints from Distributors, Retailers, and the Public. Our review last issue highlighted the similarity between it and Artic's original World Cup game and within days of our review US Gold admitted it was a revamped version of this game. US Gold initially tried to cover their ears by stating that both Distributors and Retailers were informed about the game's origins, this was untrue and is it not strange that within the World Cup package there is no mention of the Artic connection. US Gold had boasted a Pre-Order figure of 100,000 cassettes and this more than anything resulted in the game going straight to Number 1 in the Software charts. Within 2 or 3 weeks the anger had spread and the game dropped like a stone out of the charts. It has now been admitted that US Gold had been let down badly by their original programmers for the game only

weeks before its timed release and in desperation US Gold turned to Artic to bail them out. More problems beset US Gold as World Cup football was copyright of a Distributor, Geoffs Records who threatened legal action. US Gold agreed to settle out of court for a figure believed to be in, the region of £20,000. Interestingly enough World Cup Carnival has so far netted £20,000 so for US Gold nothing gained and nothing lost except the respect of a number of people. No doubt with games as good as Leader Board on the horizon they will come back with a bang.

*****READERS SECTION*****

READERS TOP TEN

As a result of our Top Ten last issue a couple of readers have sent in their favourite ten. We hope more of you will do so in the future.

A Steele Top Ten.

- 1 Kik Start
- 2 Squirm
- 3 Sword of Destiny
- 4 Classics I
- 5 A.C.E.
- 6 Bongo
- 7 Rockman
- 8 Classics II
- 9 Bandits at Zero
- 10 BMX Racers

F Ciftci Top Ten

- 1 Timeslip
- 2 Bandits at Zero
- 3 Kik start
- 4 Kung Fu Kid
- 5 World Series Baseball
- 6 Big Mac
- 7 Tutti Frutti
- 8 Jet Brix
- 9 Major Blink
- 10 Petals of Doom

F Ciftci also sent in his Worst Ten see below.

- 1 Starter Pack I (Tynesoft)
- 2 Olympiad
- 3 Syndrome
- 4 Slippery Sid
- 5 Suicide Run
- 6 Cruncher
- 7 Crazy Golf (We rather liked this one!)
- 8 Flight 015
- 9 3D Time Trek
- 10 Commando

HIGH SCORES

Last Issue we asked you to send in your High Scores. To kick off F Ciftci has sent in the following which he claims will be hard to beat.
Manic Miner 7183. Xargon Wars 951. Xargons Revenge 85,150. Commando 32,500+. Squirm 320,000+. Formula One Simulator 257,910. Gullwing Falcon 90,000. Death Race 792,435. Diagon 147,550. Bandits at Zero 37,610. Kung Fu Kid 215,477. Kik Start 46,404. Jet Brix 66,170. Major Blink 620,180. Galaxions 60,000. Skramble 143,340. Zodiac 173,040. Olympic Skier 5759.

PLUS 4 SAVING WORD PROCESSOR FILES ON TO TAPE

Pte Jones has sent in the following which he read in a computer mag which may be of use to Plus 4 owners.

After typing in to the word processor. Take a note of the number of rows of text. Enter the Spreadsheet, press Run/Stop and re-set. You are now in the machine language monitor. Save the block of text from the start address C120 and

end address from this table:

Up to 20 lines C730
Up to 40 lines CD38
Up to 60 lines D338
Up to 80 lines D940
Up to 99 lines DF38

eg. S"TEXT",1, C120, D338

To re-enter the software type "x" and press return twice. To load a tape file back on the word processor enter the monitor from the spreadsheet as before and type eg. L"TEXT",1

SOFTWARE FOR SALE

F Ciftci of 28, Whaferdale Ct, 189 Rushmore Rd. Hackney, London, E5 0PH has the following software for sale. All are originals in their own cases.

Cartridge. Pirate Adventure, Viduzzles, Jack Attack.
Cassette. Vegas Jackpot, BMX Racers, Spectipede, Squirm, Formula 1 Simulator, Rockman, Tutti Frutti, Big Mac, Mr Universe, Bandits at Zero, Skramble, Zodiac, 3D Time Trek, Petch, Galaxions, Flight 015, Petals of Doom, Major Blink, Blagger, Crazy Golf, Robin to the Rescue, ACE, Syndrome, Beach Head, Pogo Pete, Space Escort, Skyhawk, Shark, Tank Attack, Return of Rockman, Kik Start, Hektik, Fingers Malone, Street Olympics.

They all cost approximately £200 but he is willing to sell the lot for £100 which includes Postage and Packing. He is also willing to sell separately.

J Hatton of 13, Rowley Close, Fleckney, Leicester, LE8 0BU. has the following for sale:

Wizard and Princess and Home Office at £3 each.
Number chaser, Mayhem, and Harbour Attack at £2 each.

HELP WANTED

G Higgins of 33 Colestrete, Bedwell Est, Stevenage, Herts, SG1 1RB has been trying without success to procure a copy of the Plus 4 Programmers Reference Guide Book. Does anyone know where he can purchase this book.

R Briggs of 68, The Firs, Alexandra Rd, Hounslow, Middlesex, TW3 4HR has recently purchased Cascades A.C.E. (Plus 4 Version) only to find that it will not load. On going through the normal load routine He gets the usual rolling green and blue colour bars which run for several minutes before ending in a blank screen which runs to the end of the tape. Can anyone offer advice or help.

GENERAL POKEs

Here are some interesting pokes;
POKE 65298,192:POKE 65299,60.Changes the C16 character set.
POKE 2021,0-24.Changes the bottom of the screen.
POKE 2022,0-24.Changes the top of the screen.
POKE 2023,0-39.Changes the left of the screen.
POKE 2024,0-39.Changes the right of the screen.

These pokes are for changing length/height of the screen.

GAME HELP WANTED

J Hatton of 13 Rowley Close, Fleckney, Leicester, LE8 0BU is having difficulty with Tom Thumb. She cannot get past the double hazard of the Spider over the pool. Can anyone help.

A Gale of 52 Cromwell Rd, Polygon, Soton, SO1 2JF. Is having trouble on Twin Kingdom Valley and any hints will be welcome. He is also having trouble on Ghost Town does anyone know the code number.

READER FEEDBACK

F Ciftci made the following comments:

I'm glad to see you have done some great new features ie. the Top Twenty and High Scores. One thing that does bug me is the reviews. No I don't hate them but you have every type of category except sound. For all we know a game may be great but have no sound. I think sound enhances a game no end as does music. So please include a sound category. Last issue there was an error in the price of Anco's Space Pilot the real price is 5.95 not 7.95. On the subject of Anco I have seen the Biathlon Event in Winter Events. The animation and graphics are excellent and there is a background tune as you ski along. If the other events are as good then I cannot see any C16/Plus 4 owner not buying it. Sadly US Gold want changes as it is too much like Winter Games. Also the other events were not finished so we may be in for quite a wait. Finally why don't you have screen shots for every game. If you like I'll take the pictures for you.

H&D COMMENT:

We have not been flooded with Top Ten and High Score lists but we are sure that we will receive more and more. We may be giving a mention to sound in our future reviews, what do other readers think? After the awful Winter Olympics from Tynesoft we eagerly await this Anco version. If we should start to take screen shots ourselves F Ciftci will be first in line.

L Smith remarked on the following:

The suggestion of the Top Ten could perhaps be changed to a score out of Ten given by readers and an average kept. How about keeping a list of Pokes sent in to date and printing them on the back page of every issue. Reference the Badge and Logo idea, why not ask for suggestions and print the results on the front page asking for votes on the best. I like the idea of a team effort program but wouldn't it have been better to have given the outline of a game and then ask for suggestions on the basic screen printing for those people to try. Sending in what they feel to be the best with their next contribution to the program plus any alterations. Keep up the good work if your public will keep sending in the Articles.

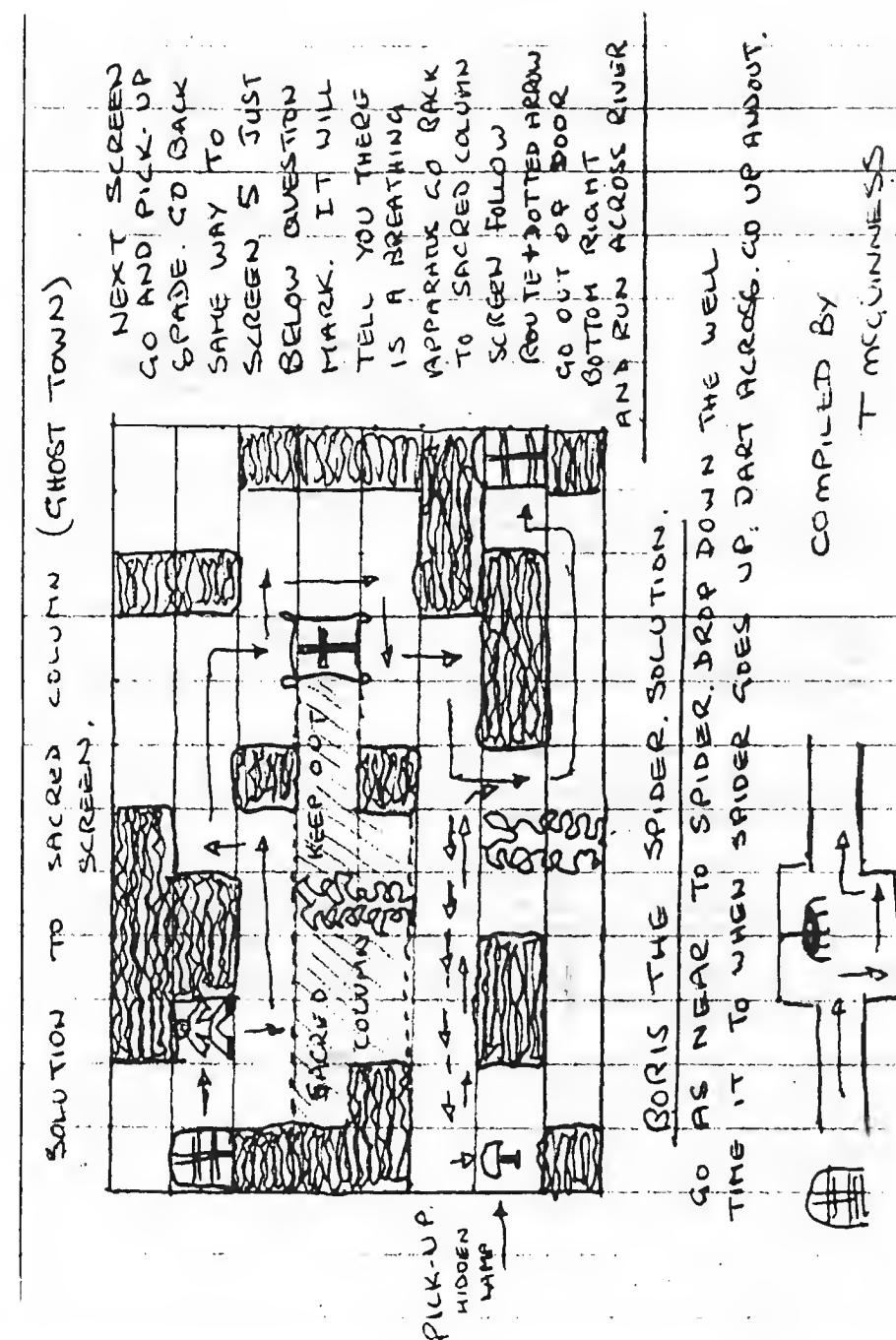
H&D COMMENT:

As with the Top Ten the average idea is good but is only as good as the number of people who send in their scores. As far as lists on the back page in a future handbook we will be printing a full Index and if any reader wants specific information we are more than willing to oblige. We are always on the lookout for good H&D Logos so send them in. As far as the team effort we have had no further expansion to last issues start game so perhaps this is a better idea, what do others think?

***** GAME PLAYING HINTS SECTION *****

GAME PLAYING HINTS THIS ISSUE H=HINTS, P=POKES, M=MAPS, S=SOLUTIONS.

COMMANDO H, DIAGON H, EXORCIST H, FIRE ANT H, GHOST TOWN H, GULLWING FALCON H, ICICLE WORKS H, LEGIONNAIRE H, MANIC DEATH CHASE P, MERCENARY H,M, RETURN OF ROCKMAN H, ROCKMAN P, SABOTEUR M, SKY HAWK P, TOM THUMB H, TREASURE HUNTER S,M, TREASURE ISLAND H,M.



COMMANDO

Screen 5
 When you blasted the rocket launching men the easiest way to take out the two snipers is to:
 Go to the bottom of the screen and face up, when the sniper ducks charge forward shooting and he'll be easy meat; do the same for the other.

DIAGON

On Diagon to get a bonus life, score and go up one level press HELP.

EXORCIST

When you pick up a lightning bolt do not attempt to shoot one of the ghosts even if you hit him he will only slow down & you will probably bump into him with the lightning bolt in your hand you will find that the ghost will move away from you and you can light up more of the maze.

FIRE ANT

Do you have difficulty in finishing screen four? The secret is to pick up one piece of the honeycomb at a time and build a wall very carefully across the divide at the bottom left of the screen.

GULLMING FALCON

Want to stop crashing into the two stone pillars? Well go at the lowest speed and lowest altitude(i.e. keep pushing down)and position your crafts left wing over your speedometer and you'll only have to swerve a little to avoid the stone posts.

ICICLE WORKS

Keep going through 2 or 3 rooms until your score has reached 10,000 after which you will not lose any more lives.

LEGIONNAIRE

I would describe the controls on this game, a keyboard players nightmare. To help make the following adjustments:

- 1 Turn on your computer.
- 2 Press RUN/STOP & RESET to get in the MONITOR.
- 3 Type:F 0600 4000 60

The screen should go blank and a question mark should appear with the flashing cursor below it. If not try 2 again.

- 4 Press RESET.
- 5 Press ESC,F2,RETURN.one at a time.
- 6 Press play on tape and wait.

The new controls are:

SHIFT	= Fire
S	= Up
R	= Down
6	= Right
A	= Left

CAUTION : Due to the way the games programmed pushing two opposite directions with fire will cause the game to crash.(i.e. Don't push 6,A and SHIFT together).

It's worth typing out and ANCO please spare a thought for the keyboard users, they haven't got three arms! Other programmers should read chapter 9, especially paragraph 5 on page 127 of USING THE COMMODORE 16 by Peter Gerrard.

MANIC DEATH CHASE

Load, at Ready list 100, change no.3 to whatever lives you want. Run as normal.

MERCENARY

THE TIPS

1. START always buy the Dominion dart in order to allow you to trade with the Palyars.

2. Once you have picked a side to show allegiance to, do all your trading with the opposite side and then double cross them by completing the mission set by the side you are on.

MISSIONS

Palyar: Take the Mechanoid (03-00) to the Interview room on the colony craft.

Mechanoid: Destroy all Palyar instalations (see useful object description, metal detector).

3. All number 9 doors lead to the underground complex at 03-00 the only way out of 03-00 is via the hangers elevator.

4. It may seem impossible to get either the Photon emitter or Key 1 as one seems to be needed to get the other. To get the Photon emitter, enter the lift in the room with the medical supplies (09-06) and you will find yourself in the room with the Photon emitter. Take it and return via the same lift.

5. The Photon emitter is needed to enter a dark room. Which has a door Number 2. Entering a dark room without a Photon emitter results in you being thrown in complete darkness. You can get out by feeling along the walls.

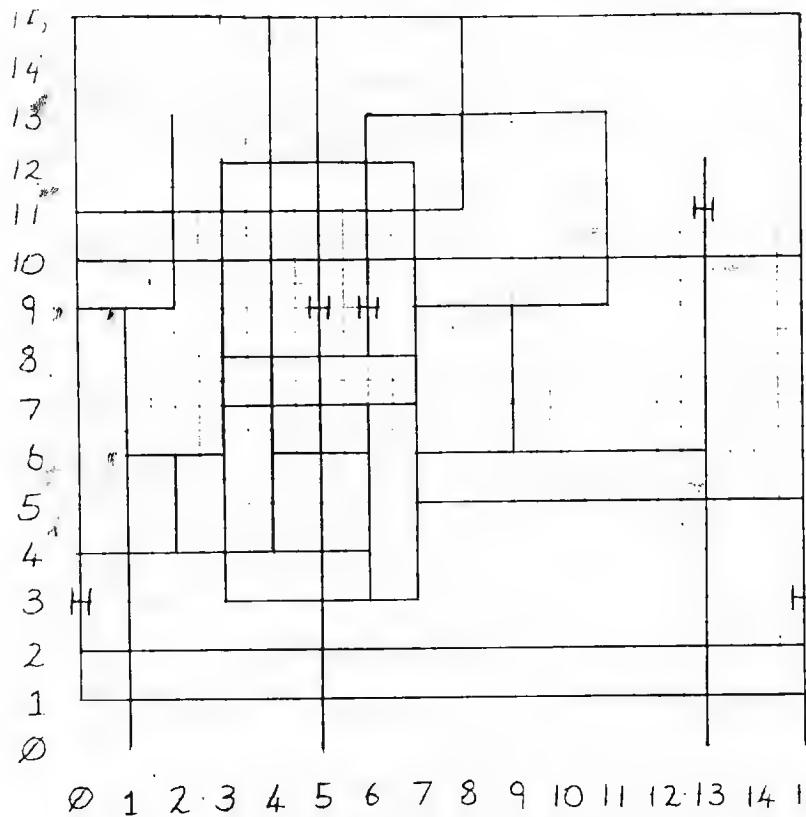
6. To get to the Colony craft, obtain the Poweramp and get aboard the Dominion dart or cheese. Fly off and then turn so you are vertical and pointing at the spot in the distance then travel towards it at full speed (9900) by pressing '0' and the '+'.

7. Entering any lift on the craft will take you to 03-00 and going through the door with the skull and cross-bones, (on the ground floor) means you are ejected out of the Colony craft, leaving your ship 6500ft up and you lying on the floor of Targ. The only way to get back up is to use the cheese or the Dominion dart. Depending on which was left up there.

8. To get to the hanger 03-15 get all door passes & Photon emitter and enter the lift in the room (09-05) described as '?' and keep travelling in it until you arrive in a yellow corridor with a door type 4 on one side and a door type 6 on the other side of the lift. The other type 8 lift in 03-15 takes you to the hanger ***-**

9. If you are shot down you lose your ship and all your articles are scattered around Targ. Type 'CTRL' and 'Q' to regain ship.

MERCENARY



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

MAP OF TARG

by Richard Bence

POINTS OF INTEREST.

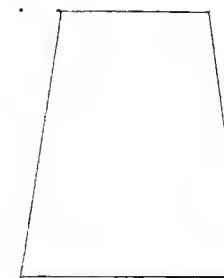
LOC.

- 01-04 THE MECHANOID FORT (M)
- 02-03 AUTHOR'S ADVERT
- 02-04 VECTOR HENGE (M)
- 03-08 NOVABILL
- 06-00 WALTON MONUMENT (P)
- 07-00 TYLER POINT (M)
- 07-09 PALYAR COMMANDER'S BROTHURN-LAND HOUSE (P)
- 08-07 BOSHER STADIUM (P)
- 09-03 ST. STALLARDS (P)
- 10-01 MOORBY ARCH (M)
- 12-03 SHABINS CUBE (M)
- 12-12 AIRPORT SIGN
- 12-13 JORDAN AIRPORT (P)
- 15-02 THE COACH AND HORSES (P)

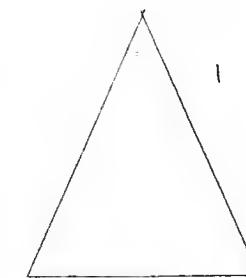
KEY

- M : HANGER (on map)
- P : PALYAR
- () : MECHANOID

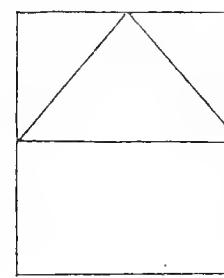
MAP CODES:



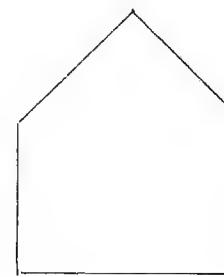
1



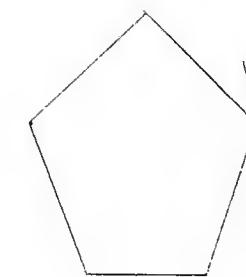
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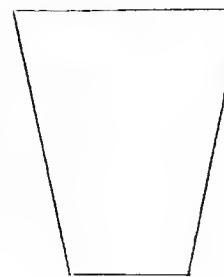
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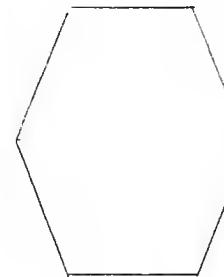
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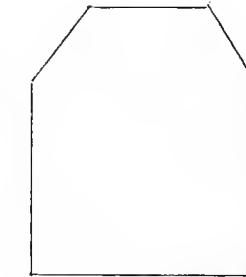
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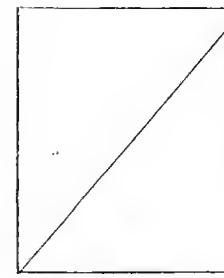
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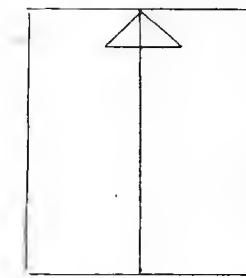
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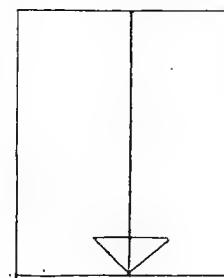
8



9



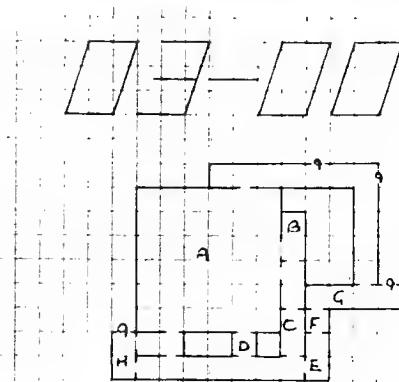
10



11

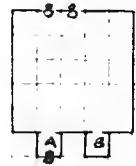
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8/85



KEY:

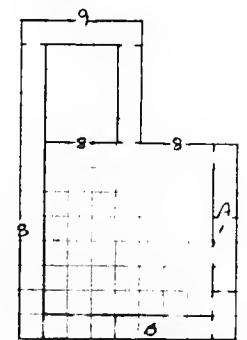
- A MERCANOID SALOON.
- B MERCANOID STORES.
- C MERCANOID LAB.
- D MERCANOID FUEL STORES
- E MERCANOID PX/CR ROOM + ESSENTIAL 12939 SUPPLY
- F. NUMBER 3 DOOR PASS
- G MERCANOID ARMOURY
- H MERCANOID BRIEFING ROOM + MERCANOID



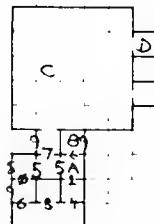
KEY:

- A GOLD
- B NUMBER 7 DOOR PASS

11/13

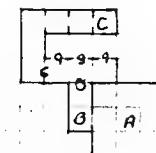
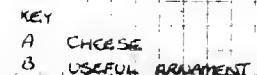


03/5



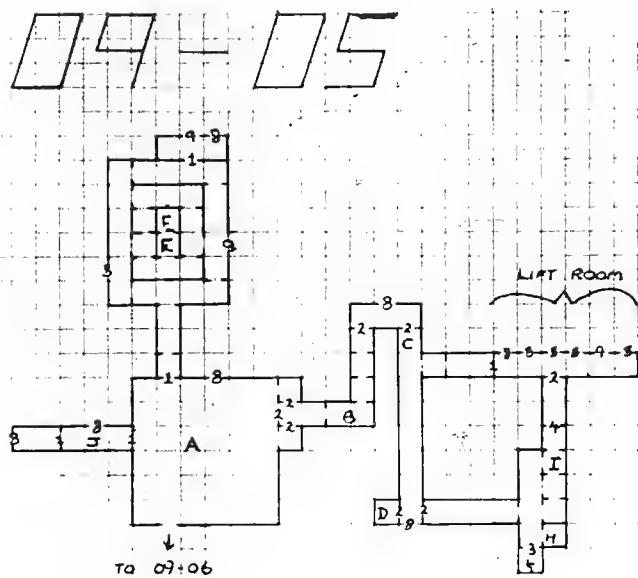
KEY:

- A DATABANK
- B NUMBER 5 DOOR PASS
- C INTERSTELLAR SHIP
- D PASS



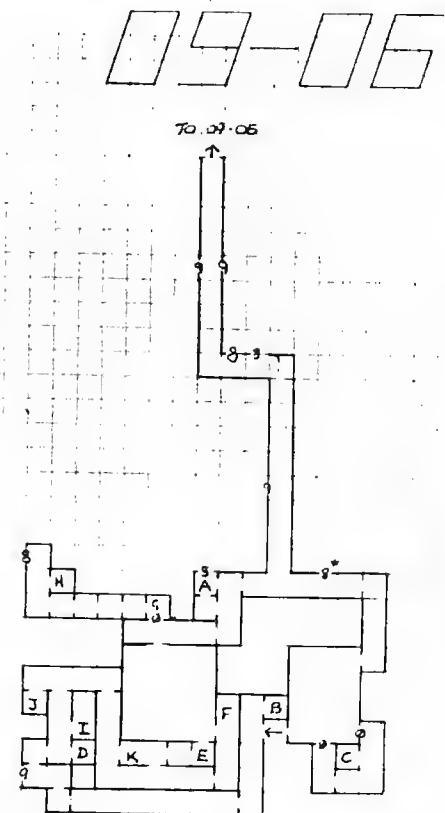
KEY:

- A JET PLANE
- B WINCHESTER
- C NOVADRIVE



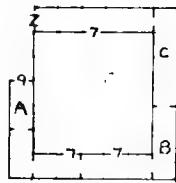
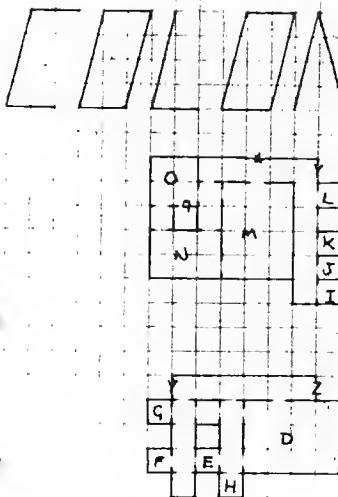
KEY:
A : FAST GROUND BASED VEHICLE
B : NEUTRON FUEL
C : NUMBER 1 DOOR PASS
D : COFFIN
E : ANTENNA
F : PRISON
G : NUMBER 6 DOOR PASS
H : METAL DETECTOR
I : ANTI - GRAV
J : PHOTON Emitter

LIFTS IN LIFT ROOM GO TO (LEFT - RIGHT) ?
11-13
09-06
09-05
08-00
31-35



KEY:

- A MEDICAL SUPPLIES
- B NUMBER @ DOOR, PASS
- C LARGE BOX
- D BANK
- E SIGHTS
- F WEB
- G POWERAMP
- H COMMUNICATIONS ROOM
- I BRIEFING ROOM
- J CATERING PROVISIONS
- K ENERGY CRYSTAL
- * TAKE THIS LIFT TO GET ATOM EMITTER
THEN RETURN VIA SAME LIFT



* LONG DROP DOWN TO TARG

KEY

- A LAB
- B STORES
- C ARMOURY
- D CONFERENCE ROOM
- E BANK
- F EXCHEQUER
- G KITCHEN
- H INTERVIEW ROOM
- I NUMBER 4 DOOR PADS
- J INFIRMARY
- K ANTI-TIME BOMBS
- L PALYAR COMMANDER'S BROTHER-IN-LAW'S ROOM
- M CONTROL ROOM
- N ENGINE ROOM
- O POLICE ROOM

TRADE ARTICLES

ARTICLE	LOC	DEPOSIT AT	LOC	CREDIT
Gold	81-35	Exchequer	C.C	100,000
Useful Armament	11-13	Mech. armoury	03-00	120,000
Winchester	**-**	Mech. lab	03-00	250,000
Databank	03-15	Control room	C.C	100,000
Medical supplies	09-06	Infirmary	C.C	40,000
Large box	09-06	Stores	C.C	35,000
Catering provisions	09-06	Kitchen	C.C	60,000
Energy crystal	09-06	Mech. power room	03-00	100,000
Neutron fuel	09-05	Engine room	C.C	200,000
Ess 12939 supply	03-00	Conference room	C.C	50,000
Mechanoid	03-00	Interview room	C.C	250,000

KEY C.C COLONY CRAFT
MECH. MECHANOID

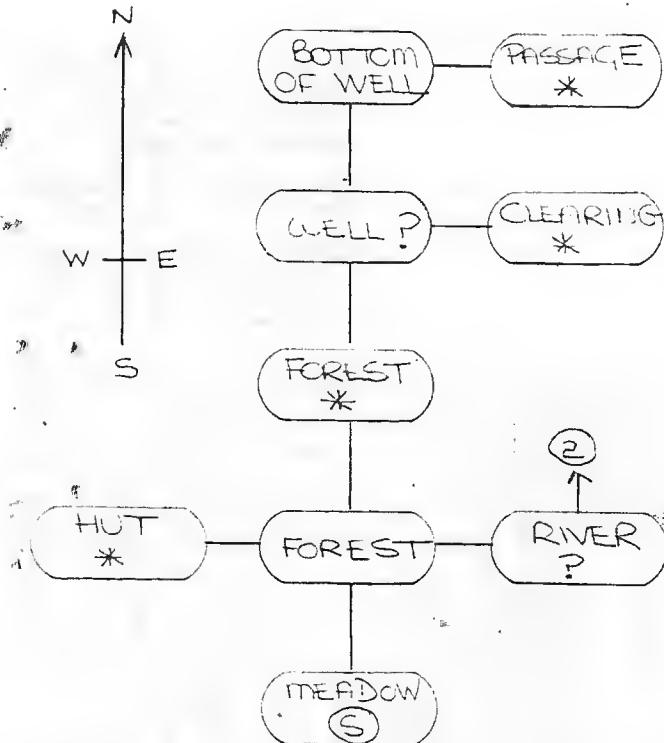
SUB-TOTAL 1,350,800

USEFUL ARTICLES

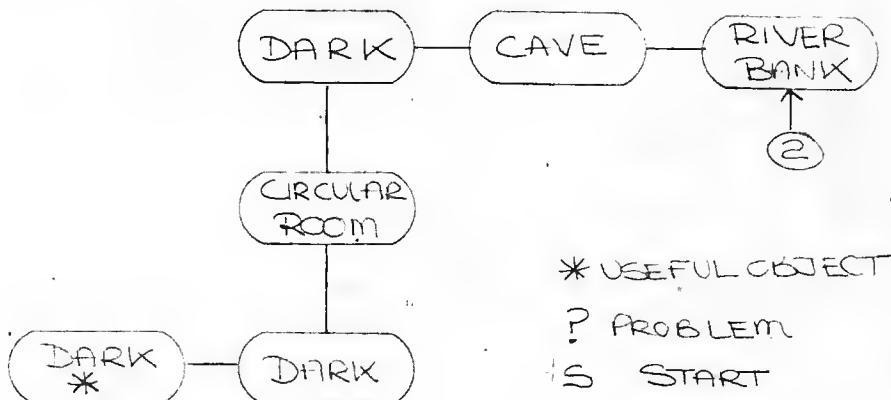
Article	Location	Description
Poweramp	09-06	Increases power of the ship you are travelling in use it.
Useful Armament	11-13	To Shoot NOVABILL.
Photon emitter	09-05	Illuminates Dark rooms.
Cheese	11-13	Can be flown, travels as fast as Dominion Dart.
Sights	09-06	These are useful for aiming your shots.
Antenna	09-05	When taken to communications room to receive a message. (09-06).
Metal detector	09-05	Use for detecting Palyar and Mechanoid installations. Needed to complete Mechanoid mission.
Anti-grav	09-05	Needed for picking up the neutron fuel (09-05).
Pass	03+15	This is needed to enter 03-15 via hanger elevator.

USEFUL VEHICLES

Article	Location	Description
Dominion Dart	Crash Site	This will be the first ship that you come across. It is the most powerful and quite manoeuvrable. Useful for long distance travel (EG Up to a Colony Craft).



TREASURE HUNTER THE MAP



TREASURE HUNTER

COMPLETE SOLUTION

From start: GO NORTH, NORTH, MOVE ROCK, TAKE COINS, SOUTH, WEST, RUB LAMP, OPEN BAG, TAKE SWORD, TAKE ORB, EAST, NORTH, NORTH, KILL ORC, EAST, TAKE BOAT, TAKE OAR, WEST, WEST, SOUTH, SOUTH, WEST, RUB ORB, TAKE COINS, TAKE GEMS, TAKE WAND, WAVE WAND, DROP GEMS, DROP WAND, DROP COINS, EAST, NORTH, NORTH, GO WELL, DOWN, EAST, TAKE SILVER, TAKE RING, WEST, (TYPE "GO"), NORTH, WEST, DROP SILVER, DROP RING, SCORE...

TREASURE ISLAND

Last issue we printed the map to this game. Someone has kindly now added the important elements to the game so we re-print the altered map.

KEY:

B - Blue Pants Pirate
 G - Green Pants Pirate
 - Spare Cutlass
 T - Treasure
 K - Key

The treasure will only appear when you have picked up one spade and the key. When you collect the treasure all the Pirates except Long John Silver will disappear. Pirate in green pants will throw their cutlass for you to pick up those in blue will not.

 ***** GAME REVIEW SECTION *****

Each issue we look at the latest C16/PLUS 4 Software releases and award percentage marks against set criteria.

THE SCORING SYSTEM

The marks are awarded out of a maximum 100%. The percentage ratings are listed below.

Between	90-100%	(HED RAVE)
Between	80-89%	(EXCELLENT)
Between	70-79%	(VERY GOOD)
Between	60-69%	(GOOD)
Between	50-59%	(AVERAGE)
Between	40-49%	(POOR)
Between	30-39%	(RUBBISH)
Between	00-29%	(A LOAD OF #\$%)

Title: C16 & Plus 4 Super Hits

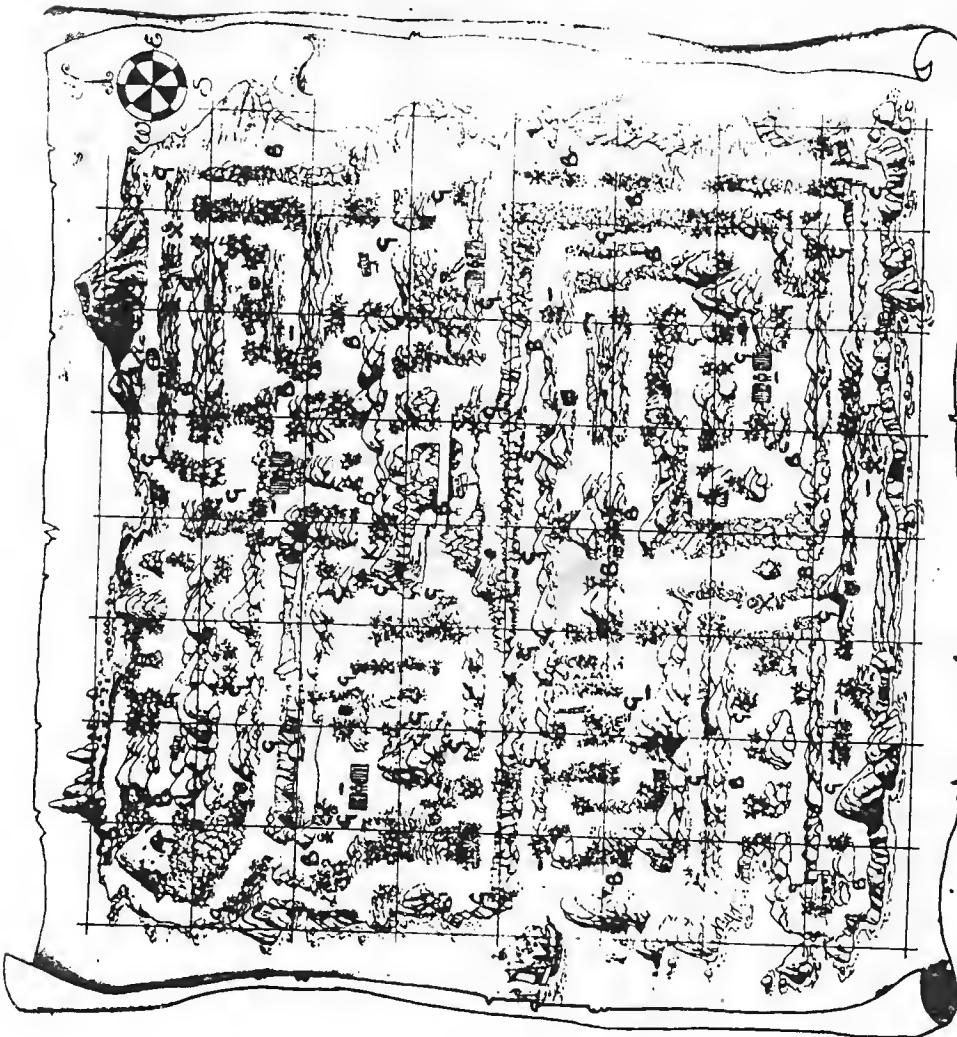
Publisher: Microdeal

R.R.P.: 6.95

Game Type: Misc

Another compilation tape this time from Microdeal and it contains 6 games including 2 adventures and 4 arcade style games. 3 of the games have Cuthbert in the guise as the hero as you guide him through a mass of unusual screens. The other arcade game is a dressed up Space Invader shoot em' up. The two adventures have 5 levels of difficulty but can certainly not be called a real challenge for hardened adventurers. In fairness the whole compilation appears to be aimed at the younger computer player who may enjoy the reasonably simple challenge of both

TREASURE ISLAND.



arcade and adventure games on this tape. Probably the most disappointing compilation we have yet seen and at £6.95 there are certainly other games about that are better value, mediocre.

C16 & Plus 4 Super Hits the Scores

Graphics	56%
Playability	78%
Addictiveness	52%
Lastability	49%
Value for money	58%
H & D Rating	53%

Title: Legionnaire

Publisher: Anco

Address: 4 West Gate House,
Spital St, Dartford, Kent

R.R.P.: 7.95

Game Type: Arcade

Stand aside Beau Jeste in this classic arcade shoot em up your mission is to take vital messages to the garrison headquarters. To thwart you in your mission are fanatical tribesmen who put you under constant fire. Your only weapon against the enemy fire is your machine gun.

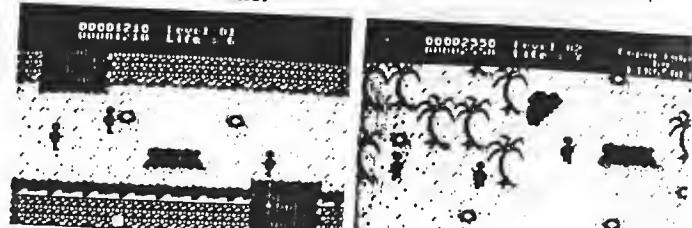
There is no doubt that Anco have produced a game reminiscent of the Rambo's and the Who Dares Wins style on the more popular machines and what unfortunately Elites Commando looked like also on the more popular computers. This is everything the C16 commando should have been.

There are seven separate areas of scrolling landscapes to contend with containing some of the best graphical landscapes seen on the C16 and Plus 4. Animation is far from perfect but leaves most of the other comparable games for dead.

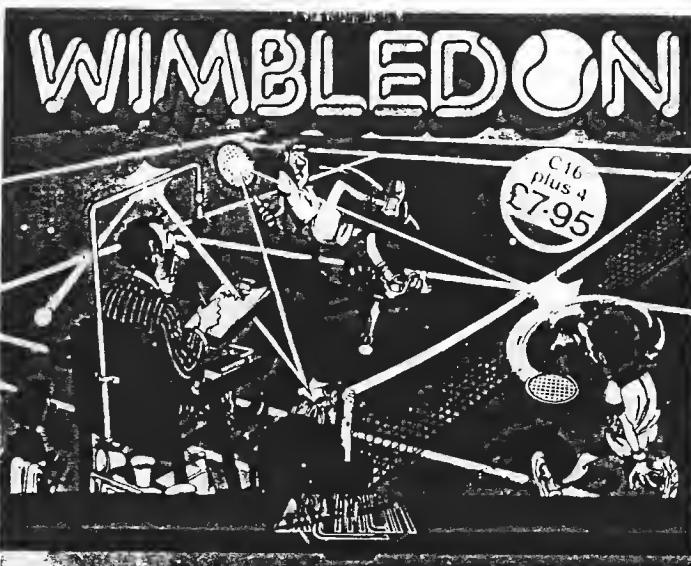
Although there is not a great deal of differing game content there is a definite requirement for quick reflex's and an element of strategy as you manoeuvre yourself through the areas dodging and blasting huge numbers of tribesmen. A must for the arcade fans who have at last a game that they can break numerous joysticks on. Excellent entertainment.

Legionnaire the Scores

Graphics	91%
Playability	84%
Addictiveness	85%
Lastability	86%
Value for money	92%
H & D Rating	87%



Title: Wimbledon
 Publisher: Gremlin
 Address: Alpha House, 10 Carver St, Sheffield, S1 4FS
 R.R.P.: 7.95
 Game Type: Tennis Simulation



No this isn't a computer game produced to coincide with Wimbledon making the First Division only a few years after they had entered the league. It is to do with that other event at the time of writing which is reaching its climax. Whether you are a budding Ivan Lendl or Martina Navratilova this is hopefully of some interest to you.

Although the game has a Wimbledon title in reality it is purely a one or two player tennis simulation that has two levels of play, Amateur or Professional and 2 speeds of play slow and fast, plus a number of sets needed to win.

You get a birds eye view of the tennis court with all the normal tennis court markings with the net in the middle. The actual tennis ball grows larger and then reduces to small size, and this feature gives you the ability to know where the ball is in relation to the court. One little niggling feature is that the net has little effect as the ball appears to travel through it although the score reflects that the ball has hit the net.

All credit to Gremlin for getting this out to coincide with Wimbledon fortnight but the game is far from easy to play. Your main problem is to position your player in relation to the ball whilst holding down fire to increase the power of your shot. The computer will automatically play your shot that is if you are positioned correctly. This skill takes a great deal of time and endless amount of patience which spoils what could be a good game. Anco have also a tennis simulation in the pipeline and we advise that you wait for this before buying if you really want a good simulation.

Gremlin have used a good deal of programming talent but the result is one of their poorest releases to date.

Wimbledon the Scores

Graphics	78%
Playability	49%
Addictiveness	56%
Lastability	54%
Value for money	51%
H & D Rating	53%

Title: Mercenary (Plus 4 ONLY)
 Publishers: Novagen
 R.R.P.: 9.95
 Game Type: Arcade Strategy

The trend of Plus 4 only games continue and this is a classic from NovaGen that received rave reviews on the C64 when it was released in the autumn of last year.

In the game you play a soldier of fortune who will work for the highest bidder. You have crashed landed on the planet of Targ and your mission is to use your abilities to lie buy or steal an intergalactic craft to get you off the planet. The planet is populated by two warring factions, the Palyars and Mechanoids. Paying allegiance to one would make you the enemy of the other but if you stay independent how long would it be before you became an annoyance to either or both of them. To aid you in your travels is your own Personal Computer called Benson who can be called on for help and information throughout. The planet is large and there are many different types of land and air craft that you can use to enable you to get about.

The graphics are unusual for the Plus 4 but are familiar to the other machines as all the objects buildings and craft are made up from line drawings but do give a very impressive 3D feel.

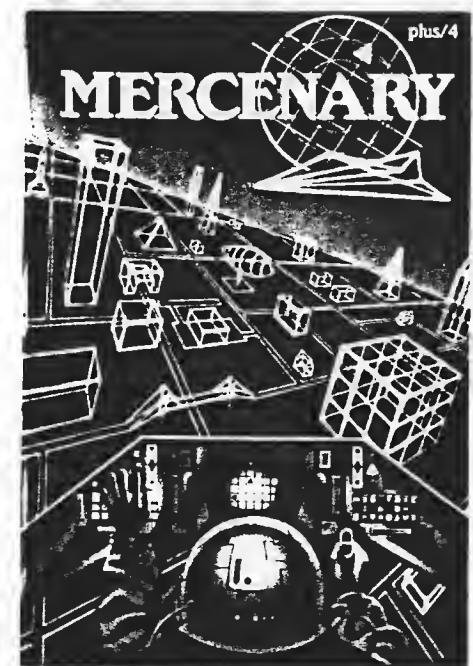
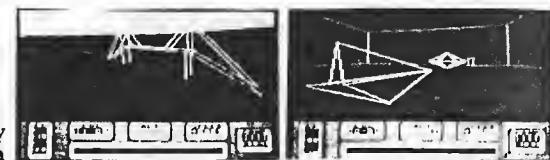
One of the plus points of the game is the fact that you cannot be killed but crashing an aircraft or such like will cost you certain penalties including a very long walk to the nearest location of civilization. The save option is a welcome feature as it would be difficult to imagine you finishing this in only one sitting.

The blend of action should suit both the arcade and strategists amongst the game players in this quite unique game the like of which has not been seen on the Plus 4 before.

An experience not to be missed.

Mercenary the Scores

Graphoics	92%
Playability	95%
Addictiveness	96%
Lastability	97%
Value for money	90%
H & D rating	96%



Title: Myriad
Publisher: Atlantis
Address: 19 prebardst St,London,N1 8PF
R.R.P.: 2.99

Game Type: Arcade

Atlantis may not be a familiar name to most and in all fairness over the last 2 years they have released only a handful of games. In the main for the Spectrum and for the price they were reasonable value. This as far as we know is their first on the C16 and once again it is not a bad arcade shoot em up.

Last issue we looked at Anco's Space Pilot and this is not as good but then it is £3 cheaper. The graphics are large and well animated and the same fast arcade reflexes are required if you are to survive the alien onslaughts.

At £2.99 you cannot have too many complaints and for arcade fans a pleasant way to spend a few evenings.

Myriad the Scores

Graphics	68%
Playability	71%
Addictiveness	65%
Lastability	63%
Value for money	76%
H & D Rating	65%

Title: Hyperforce
Publisher: Ariolasoft
R.R.P.: 6.95
Game Type: Arcade

Another big software house jumps onto the C16 bandwagon, this time it is Ariolasoft who in the past have produced a real mixed bag of software some good some downright awful.

Well there is no doubt their bravery with this release that breaks the mould in the game style. All the action takes place on one screen and it does indeed call for a very fast joystick response coupled with some very quick thinking. The aim of the game is to collect a number of pods positioned about the screen but to stop you are pulsating chamber walls which will absorb any pods. They travel over. You can shoot the walls but this only results in them being temporarily pushed back before they pulsate forward again.

There are a lot of fancy names given to objects in the game and although the blurb with the game make it sound quite interesting, the game proved to be quite difficult to get in to and a little confusing. In the end most our reviewers put it to one side after only a few minutes play, a shame as it is an unusual theme but lacking an addictive ingredient. A disappointing debut game from Ariola.



Hyperforce the Scores

Graphics	77%
Playability	48%
Addictiveness	47%
Lastability	45%
Value for money	44%
H & D Rating	46%



Title: IAN BOTHAMS TEST MATCH.
Publisher: TYNESOFT.

Address: Unit 3, Addison Ind Est,
Blaydon,Tyne and Wear, NE21 4TE.
R.R.P.: 7.95.

Game Type: Cricket Simulation.

Tynesoft have come up with a big name endorsement for this in the shape of an out of favour Ian Botham. It is a one player game and you have a choice of playing a Limited Overs, Test Match, or a One Day game. You can use the computer named team or one of your own. When fielding you have the choice of where to put your men and then when bowling a choice of 3 styles. Spin, Bouncers or Fast. When the batsman hits the ball it is up to you to move your nearest fielder across to return the ball to the Wicket Keeper.

Whilst batting you simply have to time your stroke before the ball reaches a certain length and then you can hit it in one of four directions.

It must be very difficult to put together a good quality simulation but there are no excuses for a poorly put together package like this. Actually fielding the ball has no direct relevance to the game as however long it takes you to field the ball the batsmen will only take one run. Otherwise they can only fail to score, hit a four or be out.

At times the fielders refuse to respond to your orders and you can even be left in the position of having decapitated bodies on the field which you are unable to use again. Whatever the style of bowling you use on the screen it all looks the same with spin as fast as fast! You only know that a batsman is out by the computer telling you there is no hint of it on the screen. Even our reviewers who enjoy cricket were totally bored by this offering. Our hearts go out to Ian Botham, banned from cricket, in trouble for calling the selectors doddering old gin swillers and now being linked with this garbage. What happened to third time lucky.

IAN BOTHAMS TEST MATCH THE SCORES

Graphics	44%
Playability	34%
Addictiveness	22%
Lastability	18%
Value for Money	15%
H&D Rating	21%

Title: Saboteur (Plus 4 only)

Publisher: Durell

Address: Castle Lodge, Castle Green
Taunton, Somerset, TA1 4AB.

R.R.P.: 8.95

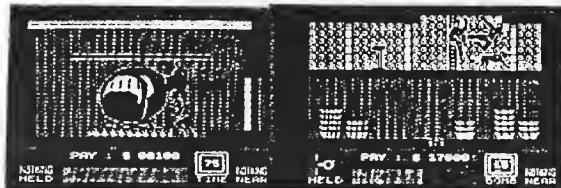
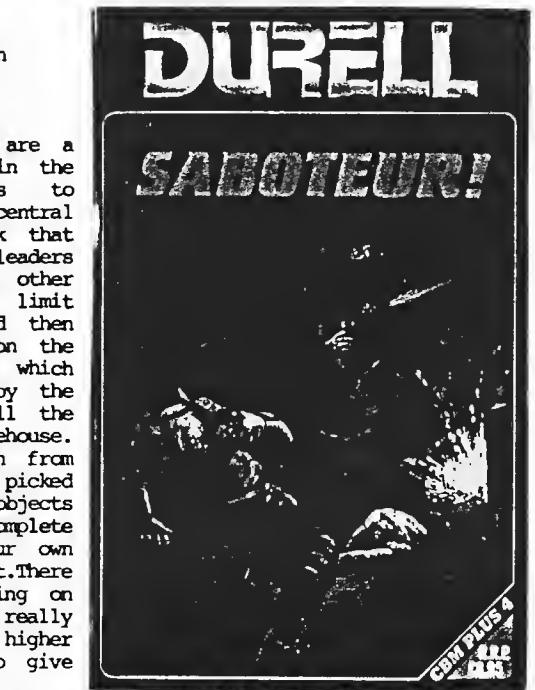
Game Type: Arcade Strategy

In this all action game you are a highly trained mercenary, trained in the martial arts. Your mission is to infiltrate a warehouse (really a central security building) to steal a disk that contains the names of the rebel leaders before its information is sent to other security stations. You have a time limit in which to locate the disk and then make your escape by helicopter on the roof. You have an energy level which depletes very quickly if bitten by the guard dog or if you fail to kill the guards located around the warehouse. There are various objects hidden from bricks to grenades which can be picked up although you can only carry 2 objects at a time. Even if you do not complete your mission you can build up your own high score and try to better it. There are various skill levels and winning on one of the lower levels does not really effect the enjoyment on the higher levels where the layout changes to give you a new challenge.

The blend of a race against time and the need to kill off the guards and dogs adds to this game's playability but there are certain strategies you can use to help you complete the game so there is a question mark against the lastability, but it is certainly a new game concept on the Plus 4 and will give a few hours of entertainment, although the action may not be hectic enough for the keen arcade player. An interesting addition to your still small specific Plus 4 collection.

Saboteur the Scores

Graphics	88%
Playability	86%
Addictiveness	87%
Lastability	69%
Value for money	76%
H & D Rating	83%



TITLE: JET SET WILLY.

PUBLISHER: TYNESOFT.

R.R.P.: 7.95.

Game Type: Arcade.

After completing Manic Miner (What do you mean you are still on the sixth screen) now comes the sequel this time licensed by Tynesoft. The game picks up from where Manic Miner left off. Willy has used his fortunes to buy a mansion and yacht. This is where the action takes place. One night Willy throws a wild party but unfortunately as he rids the house of his last guest, his housekeeper refuses to let him go to bed until he collects all the glasses and bottles which are strewn around his home.

Jet Set Willy contains both a C16 and Plus 4 version on either side of the tape, the only difference being that the Plus 4 version has far more rooms. The glasses and bottles are located in some very weird places and it takes a good deal of skill to reach them without losing some valuable lives. The animation is rather poor and flickery but with so many screens to explore it does add up to a good game content. With respect to the game the sequel was never as good as the original Manic Miner game on the other machines and this version is no different. Not a bad game and should give a few hours of maddening enjoyment.

JET SET WILLY THE SCORES

Graphics	59%
Playability	67%
Addictiveness	68%
Lastability	69%
Value for Money	64%
H & D Rating	68%

Title: Bomb Jack

Publisher: Elite

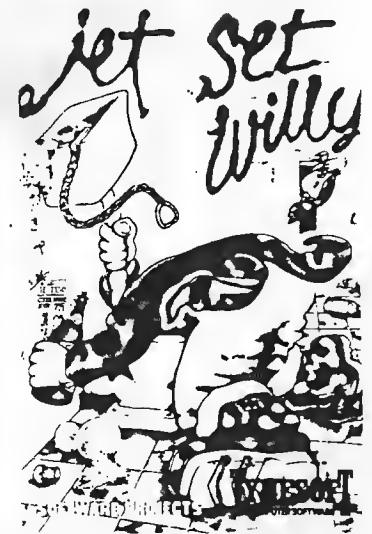
R.R.P.: 7.95

Game Type: Arcade

Elite are a software house that now tends to go in for the arcade machine conversions and this game was well reviewed when it appeared on the Spectrum, Amstrad and C64 approximately 3 months ago.

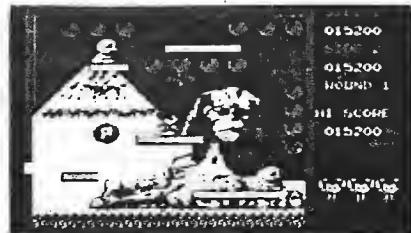
You have to guide a little superhero who goes by the name of Jack up and down left and right collecting bombs against same scenic backdrop. The screens have various bonus points spread about and a number of nasties that are out to get you and take away your small quantity of lives.

Elite appear once again to have botched a C16 version as they did with Commando. We cannot expect as many screens because of the C16's memory limitations but the graphics and animation is a shadow of what was produced on the other formats and perhaps we had a wonky tape, but we found the control of Jack very hard to get used to. On the whole a game that was eagerly



awaited but yet again Elite have come up with a game far from classic status although perhaps not quite as disappointing as the Commando conversion.

Bomb Jack the Scores
Graphics 58%
Playability 61%
Addictiveness 56%
Lastability 54%
Value for money 51%
H & D Rating 56%



Title: Frank Bruno's Boxing

Publishers: Elite

Address: Anchour House, Anchour Rd, Aldridge,
Walsall.

R.R.P.: 7.95

Game Type: Boxing simulation

Another Elite conversion for the C16/Plus 4 of their top selling game on the other machines. You are trying for the title of World champion as you fight against 3 separate boxers each of which have 3 different skill levels, so in all you have to achieve 9 knockouts to become the World Champion.

Your 3 worthy contenders go by the names of Canadian Crusher, Fling Long Chop and a Puncherodov and as you fight each you all to easily become aware of their styles of boxing, some of which are not quite governed by the Queensbury rules.

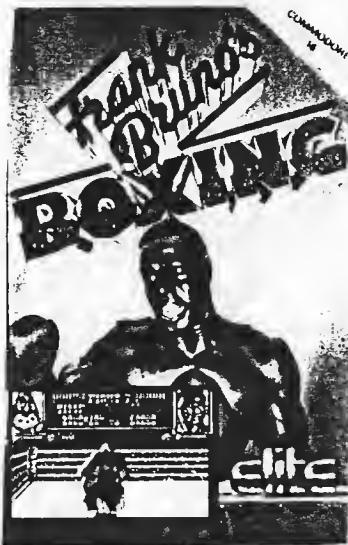
During the fight you have 7 actual action keys to press to punch right, left, dodge right and left, put your guard up and down and duck. Both you and your opponent have a status level and a K.O. indicator which when flashing indicates that a knockout punch can be used. To achieve a win 3 knock downs must be made within a 3 minute round.

This is certainly one of the most innovative games around and is far from easy as the keys take time to master. It's easy enough to punch away on one or two of the early boxers but tactics definately play a major part on the later boxers.

We certainly cannot recommend this for players who have trouble using the keyboard as a great deal of skill is required not to mention patience. Excellent entertainment and probably Elites best so far.

Frank Bruno Boxing the Scores

Graphics 88%
Playability 79%
Addictiveness 86%
Lastability 87%
Value for money 88%
H & D Rating 87%



ISSUE 3 REARRANGE THE LETTERS SOLUTION

- 1 Monkey Magic
- 2 Tycoon Tex
- 3 Sky Hawk
- 4 Pizza Pete
- 5 Spectipede
- 6 Blitz
- 7 Rockman
- 8 Hoppit
- 9 Vegas Jackpot
- 10 Cave Fighter

ISSUE 3 SPOT THE DIFFERENCE SOLUTION

1. Line on bottom right devils foot missing.
2. Antenna missing on bottom left creature.
3. No hair on trumpet bird bottom left.
4. Tennis ball eyes crossed.
5. Tennis ball finger missing.
6. Dragon longer antenna.
7. Top left man black teeth.
8. Bottom middle man no arms.
9. Middle left creature black feet.
10. Top right man black shirt cuff.

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